

Using Studio to create a DVD that loops

• Pinnacle Legacy

Although there is no specific feature in Studio to create a DVD that loops, there are a couple of ways to accomplish this effect.

Method 1: Press repeat on your DVD Player. Not all DVD players will have this function. If your DVD player does not have this function or if you just want looping to be a characteristic of the disc, you can use method 2.

Method 2: Create a DVD that will loop on its own.

To create a DVD that loops, you can make the entire project one big motion menu. This works because one characteristic of DVD menus is that they automatically loop. Here is a basic procedure to accomplish the effect.

- 1. Make sure you are in Timeline mode and not Storyboard mode.
- 2. Right-click on the Timeline and select Go to Title/Menu Editor
- 3. Make sure that the background is set to transparent.
- 4. Add a single Normal menu button.
- 5. Since you likely will not want to see the button, move it outside of the Safe Zone and resize it so that it is very small. Press OK to return back to the Timeline.
- 6. Add the desired video to the Overlay video track.
- 7. Make sure that the menu extends to the entire length of the project. Since the whole project is a menu, there is no video to link any chapters to. That is fine, it is not necessary.
- 8. Add a video clip or still image immediately after the menu on the Video track.
- 9. Right-click on this clip and select "Set Disc Chapter".
- 10. Create the DVD. It should now loop.

Note #1: You may find the following FAQ useful in constructing the menu:

How to make a custom motion menu in Studio

Note #2: Since a motion menu takes up both video tracks, you will have to go through an extra step if you want to create a project that uses both video tracks and also loops. To accomplish this you can do the following altered procedure:

- 1. Create your project first, using whatever tracks you need.
- 2. Export the project as a DVD Compatible MPEG2 file.
- 3. Finally create a new project using the above steps and use the newly created MPEG2 file as the source footage.